# Tutorial 3 – Risk Analysis

Project – website-based MMORPG about evolving creatures

Risk – low player count

Probable impact:

Cost – medium (maintenance for servers will not be covered by potential purchases from players)

Time – minimal to medium, depending on the mitigation effectiveness

Probability – minimal (with enough advertisement)

Transition indicators:

* Low number of active player accounts
* Income is not enough to cover server maintenance

Mitigation plans:

* launch a marketing campaign (expensive)

Contingency plans:

* Relaunch marketing campaign

Risk – DDOS attack on servers

Probable impact:

Cost – high (cost of the broken server parts)

Time – medium to long (depending on availability of parts locally, may need to wait for shipment from abroad)

Probability – minimal

Transition indicators:

* Server fails to start
* Other servers fail to communicate with this server

Mitigation plans:

* Have security measures, preventing DDOS attacks

Contingency plans:

* Buy parts if necessary (preferred local suppliers -> shorter shipment time)
* Repair server